Amendments to the Specification:

Please amend numbered paragraph 49, as shown below:

The state machine 56 is implemented according to the state diagram in Figure 7. The state transition conditions follow from the meaning of requests specified in Figure 3 and the prioritization of requests depicted in Figure 4 and described previously. An engine state transition from 1 to 0 occurs if a FPD request is active or a PD request is active and the FPU, IPD, and PU requests are inactive. The active or inactive state of IPU does not matter since the IPU request is meaningless in the engine on state, as shown in Figure 3. An engine state transition from 0 to 1 occurs only if the FPD request is inactive since FPD has higher priority than all other requests with which it conflicts. If FPD is inactive, then a transition from 0 to 1 will occur if the FPU request is active or the PU request is active and the IPU request is inactive. The ~~actie~~ <u>active</u> or inactive states of IPD and PD do not matter with regard to the engine state transition of 0 to 1. The IPD request is meaningless in the engine off state, as shown in Figure 3. The PD request has a lower priority than all requests with which it conflicts, so the state of PD does not matter in the 0 to 1 transition.